C64

Melbourne House

The HOBBit

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JOY
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COMMODORE 64 THE HOBBIT DISK VERSION

We are very pleased to be able to bring you The Hobbit on disk for the Commodore 64. This disk version incorporates many more features than the cassette version, including greatly enhanced illustrations, a larger vocabulary of over 900 words, and over 80 locations. The disk version also incorporates music for the first time.

References in the accompanying booklet to "cassette", "tape", "file name" and so on should be disregarded as they do not apply to the disk version.

This program comes on a two-sided disk labelled Side A and Side B.

Side A is a copy protected disk which contains two copies of the program (called "HOBBIT" and "HOBBIT BACK"). This is done so that if one fails to load you can still use the other. This disk is used once only each time you play the game.

Side B contains the graphics for the game plus your own saved games. You should make a copy of this side since you will use it to play the game once it has been loaded from Side A.

LOADING

1 Turn the computer off then on again.

2 Insert Side A into the drive and type
LOAD "*",8,1
The game will load and run in about two minutes.

3 When the game has loaded, remove the master disk and put it in a safe place. You should now insert a copy of Side B into the drive (you can use the original but remember that if it becomes damaged you will not be able to play the game with pictures and it may also damage Side A).

Note: If the program fails to load then the first copy of the program may have been damaged. You can try the second copy by typing
LOAD "HOBBIT BACK",8,1
at step 2 above.

THE SCREEN DISPLAY

When more than a full screen has been displayed the game will pause and the word MORE will appear on the dividing line between the windows. When you are ready, press any key to continue.

SEEING WHERE YOU ARE

Note that the Commodore key does not toggle illustrations. To obtain a look at the illustration again, enter the command LOOK.

PRINTING

If you are using the 'PRINT' command whilst playing the game, you will not obtain graphics or music. You should not turn the printer on until **after** you have typed the 'PRINT' command and pressed RETURN.

There is no problem in loading and saving the game with the printer turned on.

Note: When you are **not** using PRINT, you **must turn your printer off or unplug it** if you want to have music and graphics during play.

FUNCTION KEYS

As mentioned in the booklet, the function keys allow automatic movement in the four major directions. These directions and keys are:

F1 — North
F3 — South
F5 — West
F7 — East

CREDITS

Disk conversion to the Commodore 64 was executed by Philip Mitchell, Gregg Barnett and Peter Beresford.

The game graphics were designed by Russell Comte and Greg Holland. Music was composed by Neil Brennan.

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THE HOBBIT
COMMODORE 64
SIDE A
© Beam Software 1985
Type LOAD "*",8,1 and press RETURN
MELBOURNE HOUSE

C64

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T GAME

The best adventure game ever written. You make new discoveries each time you play. MICRO ADVENTURER

A superb adventure. You will be continually frustrated but never bored. The Hobbit will give adventurers many hours of [illegible] fun. SOFTWARE TODAY

The Hobbit is one of the most sophisticated adventures [illegible] very long and totally absorbing... a classic. CRASH

Nothing is certain in this Adventure but uncertainty. Add to this the brilliant graphics that are used to describe many of the locations and we have an Adventure that is going to become a classic. POPULAR COMPUTING WEEKLY

A most impressive package. [illegible]

This program [illegible] excellence. [illegible]

The most unique factor of this program is that the user instructs the computer in completely ordinary English sentences. The Hobbit [illegible] very sophisticated communications [illegible]

INCLUDE
GRAPHIC

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